



SUPERIOR UNIVERSITY

Task#9

Submitted to: Sir Aqib

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Roll#:SU92_BSSEM_F22_202

Subject: Advance Computer Programming

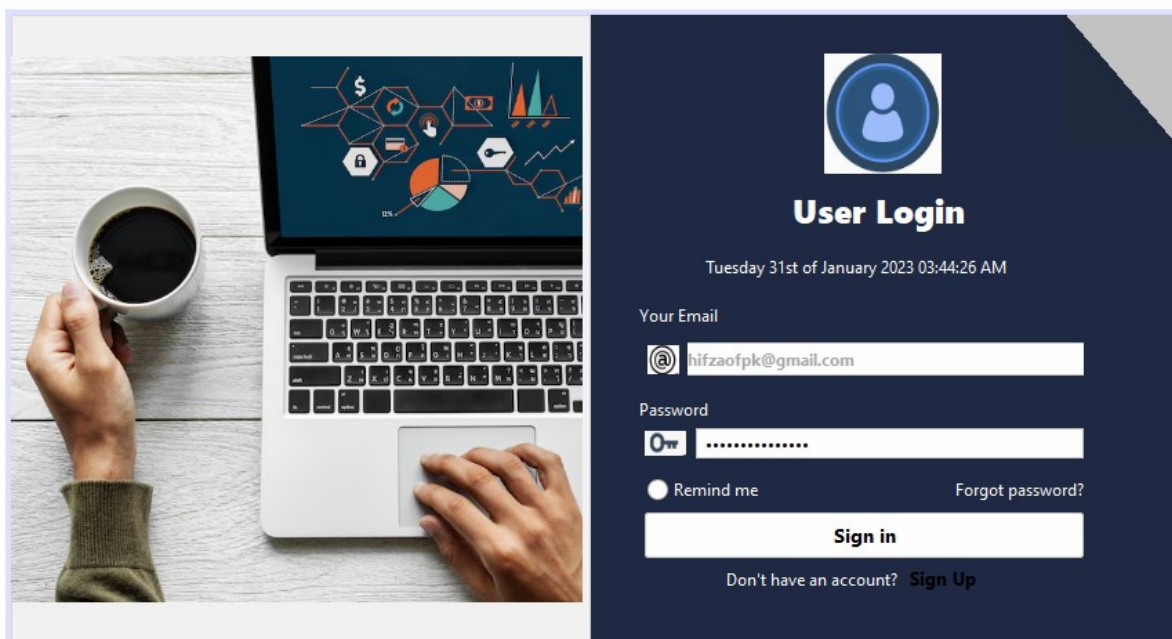
Section: BSSE-4D

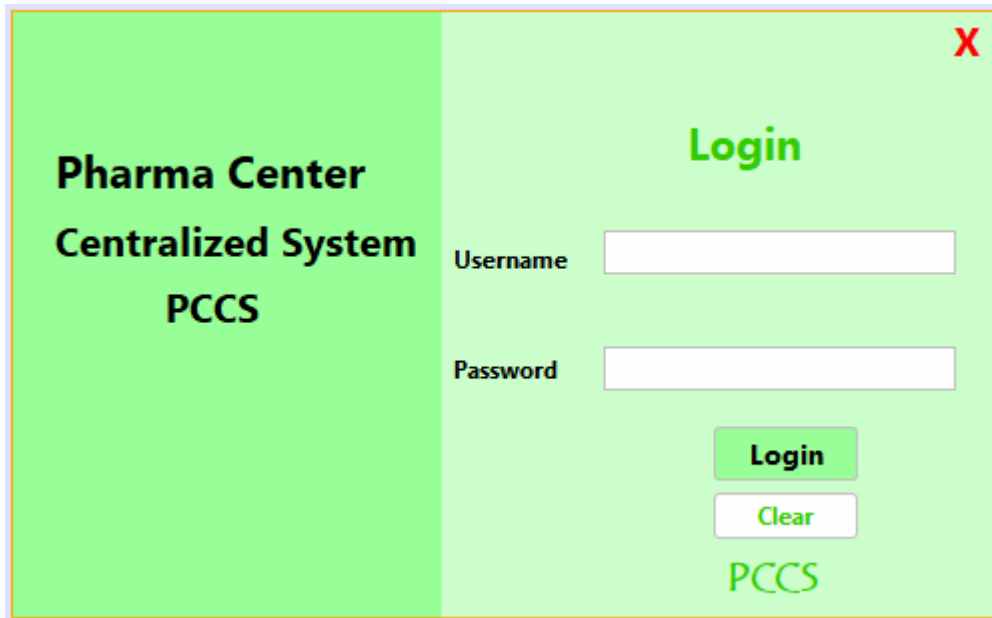
Date: May21,2024.

Topic: Front End (login/sign-up)

Question#1:

Front End (login/sign-up)





• Explanation:

Here are the complete steps to create a **login panel** in Java Swing that includes a welcome message image, labels, text fields, and a sign-in button:

➤ Steps:

1. Set Up Your Project:

- Ensure you have a Java development environment set up (like IntelliJ IDEA, Eclipse, or NetBeans).

Create a new Java project and a new Java class, say '**LoginPanel**'.

2. Add Required Imports:

- You will need to import the necessary Swing and AWT classes.

3. Create the Main Class:

Define a class that extends '**JFrame**'.

4. Set Up the JFrame:

Set the title, size, default close operation, and layout for the JFrame.

5. Load the Welcome Image:

- Ensure you have an image named **`welcome.png`** in your project's root directory or in a designated resource folder.
- Load the image using **`ImageIcon`** and place it in a **`JLabel`**.

6. Create the UI Components:

- Create **`JLabel`** components for the username and password prompts.
- Create **`JTextField`** for the username input and **`JPasswordField`** for the password input.
- Create a **`JButton`** for the sign-in action.

7. Add Components to the Panel:

- Use a **`JPanel`** with a suitable layout manager (like **`GridBagLayout`**) to add and arrange your components.
 - Add the welcome image at the top, followed by the username and password fields and the sign-in button.

8. Add Action Listener to the Button:

- Implement an action listener for the sign-in button to handle login actions.

9. Finalize the JFrame:

- Add the main panel to the JFrame.
- Set the frame to be visible.